



Blue Ridge Scout Reservation 2024

Class Catalog

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Registration opens January 01, 2024
Visit www.scoutingevent.com/599-brsr2024 to register



BOY SCOUTS
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BLUE RIDGE MOUNTAINS COUNCIL



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Brown Sea Island (Scheduled Classes)



BSI1 Brown Sea Island

Brownsea Island is for first-year campers. Participants will camp with the rest of their unit but will have their own daily activities.

BSI is created in the spirit of the original Brownsea Island Camp established by Lord Baden-Powell.

Scouts are divided into patrols lead by a Life or Eagle Scout Patrol Guide using interactive methods.

Scouts focus on learning essential Scouting skills to give them a positive start in the Scouting program.

9-4 PM

Days: Mo Tu We Th Fr **Room:** Waterfront

Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

Prerequisites: #1.; #5a.

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Claytor Lake (Scheduled Classes)



CL59 ATVs

- 9-3:40 PM **Days:** We
Additional Fee: \$60.00
Minimum Age: 16
Maximum number of participants: 4
Sessions: Week 1,Week 2,Week 3
- 9-3:40 PM **Days:** Th
Additional Fee: \$60.00
Minimum Age: 16
Maximum number of participants: 1
Sessions: Week 1,Week 2,Week 4,Week 5 - STEM
- 9-3:40 PM **Days:** Fr
Additional Fee: \$60.00
Minimum Age: 16
Maximum number of participants: 6
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Bring proof of taking ATV Online Training at <https://atvsafety.org/>
Complete, print, and sign the ATV Waiver (page 6) and bring to Camp.
Complete, print, and sign the ASI COVID-19 Liability Waiver and bring to camp.



CL58 Caving

- 9-3:40 PM **Days:** Tu
Additional Fee: \$45.00
Minimum Age: 13
Maximum number of participants: 8
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 9-3:40 PM **Days:** Th
Additional Fee: \$45.00
Minimum Age: 13
Maximum number of participants: 8
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 9-3:40 PM **Days:** Fr
Additional Fee: \$45.00
Minimum Age: 13
Maximum number of participants: 8
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



CL53 CLAB

Scouts will experience multiple water activities such as wake boarding, motor boating, sailing, kayaking, and stand-up paddle boarding.

- 9-3:40 PM **Days:** Th
Additional Fee: \$100.00
Minimum Age: 14
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Be able to pass the BSA swimmers test first day of camp











CL69 CLAB - Included

Scouts will experience multiple water activities such as wake boarding, motor boating, sailing, kayaking, and stand-up paddle boarding.

- 9-3:40 PM **Days:** Tu
Minimum Age: 14
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Be able to pass the BSA swimmers test first day of camp

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	CL56	High COPE
9-3:40 PM	Days: Tu Additional Fee: \$45.00 Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM	
	CL70	High COPE - Included
9-3:40 PM	Days: Fr Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM	
	CL55	Low COPE
9-3:40 PM	Days: Mo Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM	
	CL37	Personal Watercraft (Activity)
9-9:55 AM	Days: Tu We Additional Fee: \$75.00 Maximum number of participants: 8 Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM	
9-9:55 AM	Days: Th Fr Additional Fee: \$75.00 Maximum number of participants: 8 Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM NOTE: Must be 14 years old	
	CL57	Rock Climbing
9-3:40 PM	Days: We Additional Fee: \$45.00 Minimum Age: 13 Maximum number of participants: 50 Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM	
	CL67	White Water Canoe - Included
9-3:40 PM	Days: Fr Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM Prerequisites: Be able to pass the BSA swimmers test first day of camp	
	CL61	White Water Canoeing
9-3:40 PM	Days: We Additional Fee: \$45.00 Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM Prerequisites: Be able to pass the BSA swimmers test first day of camp	
	CL68	White Water Raft - Included
9-3:40 PM	Days: Tu Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM Prerequisites: Be able to pass the BSA swimmers test first day of camp NOTE: Youth need signed River Raft Parent Waiver from attachments	

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CL62 **White Water Rafting**

9-3:40 PM

Days: Th

Additional Fee: \$100.00

Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

Prerequisites: Be able to pass the BSA swimmers test first day of camp

NOTE: Youth need signed River Raft Parent Waiver from attachments

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Canoe the New (Scheduled Classes)



CTN1 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-11:45 AM

Days: Mo Tu We Th Fr

Sessions: Canoe the New

Prerequisites: Everyone signs up for this class.

NOTE: Actual meetings times will be announced by your counselor.



CTN2 Whitewater

Canoeing or kayaking through whitewater rapids can be a thrilling experience. Safe whitewater fun requires each participant to understand the the equipment and techniques and to have a firm respect for the power of nature's waterways.

2-2:55 PM

Days: Mo Tu We Th Fr

Additional Fee: \$55.00

Sessions: Canoe the New

Prerequisites: Optional Class, sign up to earn the Whitewater Merit Badge.

NOTE: Actual meeting time will be announced by your counselor.



CTN3 Whitewater Rafting BSA Award

Whitewater Rafting BSA provides an introduction to whitewater rafting skills and safety procedures and serves as a program opportunity for Scouts BSA, Venturing, and Sea Scouting units in camp or out. Mastery of Whitewater Rafting BSA skills is a first critical step towards satisfying Safety Afloat guidelines for safe whitewater rafting excursions. This patch is earned after meeting safety and paddling skills supervised by a professionally trained or licensed rafting guide.

3:15-4:10 PM

Days: Mo Tu We Th Fr

Additional Fee: \$100.00

Sessions: Canoe the New

Prerequisites: Optional class. Sign up if you want to earn this BSA award.

NOTE: Actual meeting time will be announced by your counselor. Youth need signed River Raft Parent Waiver from attachments

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Evening Classes (Scheduled Classes)



EC1 Climbing (2017 version)

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

7:30-8:25 PM **Days:** Mo Tu We Th **Room:** Centennial Training Center
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 10
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



EC2 Fingerprinting (2004 version)

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

7:30-8:25 PM **Days:** Tu **Room:** Handicraft
Maximum number of participants: 80
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



EC7 Fire Safety (2024 version)

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

7:30-8:25 PM **Days:** Fr
Sessions: Week 1,Week 2



EC6 Mammal Study (2015 version)

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

7:30-8:25 PM **Days:** Th **Room:** Nature Lodge
Maximum number of participants: 80
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



EC4 Photography (2021 version)

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

7:30-8:25 PM **Days:** Mo **Room:** Handicraft
Maximum number of participants: 80
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #1a; #7a; #7b; #7c; #8



EC5 Pulp and Paper (2014 version)

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

7:30-8:25 PM **Days:** We **Room:** Handicraft
Maximum number of participants: 80
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

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Summer Camp (Scheduled Classes)



SC2 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Archery Range
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Archery Range
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: This badge is limited to 12 Scouts and it is highly recommended that they be 13 years or older.



SC3 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC4 Backpacking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC5 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

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- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC78 **BSA Lifeguard (unknown version) (suspended)**

To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the following requirements:

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 2,Week 3,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC6 **Camping**

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #4b; #5e; #7b; #8d; #9a

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SC7 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Prerequisites: Pass the BSA Swim Test in Lake Powhatan or Ottari



SC58 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC47 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #7a; #7b; #7c

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SC48 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC8 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #1a; #5; #8



SC76 Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC53 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Eagle's Nest
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #1; #2c

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SC9 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Minimum Age: 13
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-4:25 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge
Minimum Age: 13
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Maturity, concentration, ideally Scouts 13+



SC10 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

3:15-4:10 PM **Days:** Mo Tu We Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #1.; #5a.; #7a.



SC11 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #5a; #5b; #5c; #5d; #7a; #7b; #7c; #7d



SC12 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Additional Fee: \$25.00
Maximum number of participants: 10
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Additional Fee: \$25.00
Maximum number of participants: 10
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Additional Fee: \$25.00
Maximum number of participants: 10
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

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SC13 Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM



SC14 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 15
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 15
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Maximum number of participants: 15
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Maximum number of participants: 15
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM
Prerequisites: #7; #8a; #8b; #8c; #8d



SC15 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM
Prerequisites: Prerequisites: Req. 5(c)(3a) Collect 10 different rocks or minerals. Record in a notebook and label each with its class and origin, chemical composition, and list its physical properties. Bring notebook to camp with photo of collection.



SC18 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 10
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 10
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Waterfront
Maximum number of participants: 10
Sessions: Week 1, Week 2, Week 3, Week 4, Week 5 - STEM
Prerequisites: Prerequisites: Pass the BSA Swim Test in Lake Powhatan or Ottari

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SC60 Learn to Swim

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC19 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC54 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 15
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-4:25 PM **Days:** Mo Tu Th Fr **Room:** Waterfront
Maximum number of participants: 15
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #2a



SC33 Mile Swim BSA

Mile Swim BSA
 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Prerequisites: Pass the BSA Swim Test in Lake Powhatan or Ottari

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SC21 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC22 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #10



SC23 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

- 9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Prerequisites: know the knots required for Tenderfoot through First Class.



SC45 Public Health

The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Health Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

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SC24 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #8a



SC25 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-3:10 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC27 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Additional Fee: \$25.00
Minimum Age: 13
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-3:10 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Additional Fee: \$25.00
Minimum Age: 13
Maximum number of participants: 12
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Class size is limited and it is highly recommended that Scouts be at least 13 years old and at least 95 pounds.



SC79 Soil and Water Conservation (2019 version)

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM

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SC29 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: Prerequisites: Pass the BSA Swim Test in Lake Powhatan or Ottari



SC30 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM



SC31 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Scout Craft
Minimum Rank: First Class
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #5

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SC32 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

- 9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 2-2:55 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
- 3:15-4:10 PM **Days:** Mo Tu Th Fr **Room:** Handicraft
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: Week 1,Week 2,Week 3,Week 4,Week 5 - STEM
Prerequisites: #2a

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SCUBA (Scheduled Classes)



scu1 Scuba Diving (2009 version)

Start with a dash of swimming skills (the Swimming merit badge). Add equal measures of aquatics first aid, safety, and conservation. Douse liberally with ADVENTURE!
MUST be at least 14 years old to participate. 14 year-olds must have an open-water diver certified parent or parent-approved adult buddy with them.

9-4:35 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Sessions: Week 1,Week 2

9-4:35 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Sessions: Week 3,Week 4,Week 5 - STEM

Prerequisites: #2

NOTE: Sign up if you want the Merit Badge

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STEM (Scheduled Classes)



ST1 Animation (2015 version)

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities. Scouts will be expected to bring their own laptop computers or tablets to complete the online portions.

9-9:55 AM **Days:** Mo Tu We Th Fr
Sessions: Week 5 - STEM
 11-11:55 AM **Days:** Su Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST2 Astronomy (2022 version)

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. Scouts will be expected to bring their own laptop computers or tablets to complete the online portions.

7:30-8:25 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST3 Chemistry (2020 version)

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 5 - STEM
 2-2:55 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST11 Electricity/Electronics (2021 versions)

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 5 - STEM
 11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST5 Engineering (2009 version)

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST6 Game Design (2023 version)

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are. Scouts will be expected to bring their own laptop computers or tablets to complete the online portions.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 5 - STEM
 2-2:55 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 5 - STEM

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ST7 Model Design and Building (2020 version)

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST8 Nuclear Science (2017 version)

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 5 - STEM

11-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST9 Robotics (2011 version)

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career. Scouts will be expected to bring their own laptop computers or tablets to complete the online portions.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 5 - STEM

2-2:55 PM **Days:** Mo Tu We Th Fr **Room:** Scout Craft
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 5 - STEM



ST10 Space Exploration (2020 version)

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Scouts will be expected to bring their own laptop computers or tablets to complete the online portions.

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 5 - STEM

3:15-4:10 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 5 - STEM